We claim:

1.      An asynchronous programming environment comprising:

a dynamic object storage scheme for storing a plurality of objects;

a dynamic dispatch scheme based on the plurality of objects; and,

an object recognition scheme to describe the plurality of objects.

2.      The environment of claim 1, wherein the plurality of objects as stored via the dynamic object storage scheme are accessible utilizing a recyclable locking mechanism.

3.      The environment of claim 1, wherein the plurality of objects as described via the object recognition scheme each comprise a series of tokens, each token relating to an attribute of the object.

4.      The environment of claim 1, wherein the dynamic dispatch scheme provides for execution of objects based on unpacked-into-messages events.

5.      A method comprising:

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storing a plurality of objects via a dynamic object storage scheme;

dispatching at least one of the plurality of objects via a dynamic dispatch scheme based on events from at least one of the plurality of objects; and,

describing each of the plurality of objects utilizing an object recognition scheme.

6.    The method of claim 5, wherein storing a plurality of objects via a dynamic object storage scheme comprises accessing one of the plurality of objects utilizing a recyclable locking mechanism.

7.    The method of claim 5, wherein describing each of the plurality of objects utilizing an object recognition scheme comprises describing each of the plurality of objects as a series of tokens, each token relating to an attribute of the object.

8.    The method of claim 5, wherein dispatching at least one of the plurality of objects via a dynamic dispatch scheme comprises executing at least one of the plurality of objects based on unpacked-into-messages events.

9.    A computer comprising:

a processor;

a computer-readable medium; and,

an asynchronous programming environment executed by the processor from the medium, the environment comprising:

a dynamic object storage scheme for storing a plurality of objects;

a dynamic dispatch scheme based on events from at least one of the plurality of objects; and,

an object recognition scheme to describe the plurality of objects.

10.     The computer of claim 9, wherein the plurality of objects as stored via the dynamic object storage scheme are accessible utilizing a recyclable locking mechanism.

11.     The computer of claim 9, wherein the plurality of objects as described via the object recognition scheme each comprise a series of tokens, each token relating to an attribute of the object.

12.     The computer of claim 9, wherein the dynamic dispatch scheme provides for execution of objects based on unpacked-into-messages events.

13.     The computer of claim 9, wherein the medium comprises a memory.

14.     A computer-readable medium having a computer program stored thereon for execution on a computer, the computer program providing an asynchronous programming environment comprising:

a dynamic object storage scheme for storing a plurality of objects;

a dynamic dispatch scheme based on events from at least one of the plurality of objects; and,

an object recognition scheme to describe the plurality of objects.

15.     The medium of claim 14, wherein the plurality of objects as stored via the dynamic object storage scheme are accessible utilizing a recyclable locking mechanism.

16.     The medium of claim 14, wherein the plurality of objects as described via the object recognition scheme each comprise a series of tokens, each token relating to an attribute of the object.

17.     The medium of claim 14, wherein the dynamic dispatch scheme provides for execution of objects based on unpacked-into-

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messages events.

18.      The medium of claim 14, wherein the medium comprises a compact disc read only memory (CD-ROM).

19.      The medium of claim 14, wherein the medium comprises a floppy disk.